

REMARKS

Claims 1-36 are in the application. No claim is allowed

Rejections under 35 U.S.C. § 103

All of the claims are rejected under 35 U.S.C. § 103(a) as being unpatentable over Morrow (US2004/0054952 “Morrow”) in view of Sarbin (5,179,517 “Sarbin”), both of record. Reconsideration and withdrawal of this rejection is respectfully requested,

In the Final Rejection the examiner discusses elements disclosed in Morrow which are purported to show the elements of the present claims except for a controller programmed to allow a person to make a wager; said controller programmed to cause a video image representing a casino game to be played; and said controller to be programmed to determine a value payout associated with the outcome of the game. The examiner cites Sarbin as allegedly showing these elements that Morrow fails to teach.

The examiner further states that Sarbin discloses a gaming machine comprising a data transfer system that operates “by collecting data (such as game machine malfunction data) from game machines and transferring said data to a portable memory medium such as a smart card.”

This rejection is respectfully traversed. Claims 1, 12, 23, 33 and 36 have been amended to indicate that the controller must be programmed to store information regarding the gaming apparatus directly onto the removable storage memory. The claims also recite as they did previously, that the storage device is adapted to read from and write to a removable storage memory, the removable storage memory is different from the memory operatively coupled to the processor and the gaming apparatus is operable when the removable storage memory is removed from the gaming apparatus.

While Morrow discloses removable storage devices 80 and 90, neither of these removable storage devices meets all the requirements of the present claims. The device 80 contains operating systems, application programs and other critical data and files such that the gaming apparatus would not be operable when removable storage memory 90 is removed from the gaming apparatus. The removable storage device 80 contains only update files 82 and may optionally contain verification software 70. See, [0040] in Morrow. The update files 82 are files that are used to replace any obsolete or corrupted files in the gaming apparatus when a verification process is performed. Verification is a matching process for matching identification numbers of the components in the database as described in [0009] through [0011] in Morrow. The removable storage memory 80 in Morrow is not one in which a storage device is adapted to write to.

Regarding Sarbin, it is directed to use of a carried data unit to be used in a gaming machine. It describes a player carried data unit, which is not relevant to the present discussion,

and an employee carried data unit. The employee carried data unit, such as a smart card, is inserted into the gaming machine, for example, to receive gaming machine identification with dated machine identification, or play and status data that can be then used as input to essential data system. While Sarbin describes a conventional smart card as containing a solid state memory to enable the memory to be written to, read from, or otherwise manipulated, it appears that it is primarily used in this instance as a receiver of data to transfer to another computer. In any event, a smart card is something that the employee carries with him to insert into a machine, then remove to take the transferred data elsewhere. Thus, the smart card as described in Sarbin cannot meet the condition that the controller is programmed to store information regarding the gaming apparatus directly onto the removable storage memory (smart card.) In Sarbin, information regarding the gaming apparatus is stored directly onto storage memory as it is generated, but that storage memory is not removable. Information is only later transferred to a smart card if and when an employee inserts a smart card into the machine. A transfer of data means that the data was directly stored elsewhere.

The feature of the present claims which describes storing of the gaming information directly onto removable storage memory is discussed in [0050] on page 11 of the specification.

The removable storage memory according to the present invention is advantageous in that a storage device stores the relevant gaming apparatus data directly onto the removable storage memory. This greatly facilitates the diagnosing and operation of the gaming devices within the casino. This data, typically very complex compared to simple data which is transferred onto, for example a smart card, may be used to diagnose gaming unit failure, software failure, mechanical or electrical failure, and it may be used to configure the machine or be used to configure another gaming machine in a similar or identical configuration without using traditional complex and time consuming methods, used by casino operators.

It is submitted that Morrow and Sarbin do not demonstrate this advantageous use of a removable storage memory in the operation of a gaming machine. For the reasons discussed above, it is submitted that the claims are unobvious over the combination of Morrow and Sarbin and withdrawal of the rejection is respectfully requested.

It is requested that the present amendment be entered and that this application be passed to issuance.

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Respectfully submitted,
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